

FABIO MONZANI

UX/UI Designer

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ABOUT

I have been designing and developing user experiences and interfaces for over 10 years.

I live and work in London, where I create visuals compelling and user-friendly interfaces, using the latest tools and technologies.

With a background in multiple industries and countries, I am passionate about designing functional products with an eye for details striving to find simple solution for complex problems.

Focused on creating the right solution across all platform and devices aiming to create the best User Experience in response of specific needs.

SKILLS

Figma
Adobe XD
Adobe Photoshop
Adobe Illustrator
Adobe After Effects
Sketch
Jira
Github / Bitbucket
HTML5 + CSS3
VSCode
More...

EDUCATION

Strathfield College

2015 - 2017

Diploma in Information Technology and Website Development

University of New South Wales UNSW

2014 - 2015

Academic IELTS

Andrea Fantoni School of Arts

2001 - 2007

Diploma in Master of Applied Arts

EXPERIENCE

SENIOR UX/UI DESIGNER

Pod Point, London, United Kingdom

MAR 2020 - Ongoing

My main role as a Product designer at Pod Point is to maintain the current offering of charging products as well as improve them and collaborate on the creation of new one in the home and commercial charging space.

UX/UI DESIGNER - ILLUSTRATOR - WEB DESIGNER

SAM Labs, London, United Kingdom

OCT 2018 - FEB 2020

As a main designer at SAM Labs I was in charge of the redesign of the flagship app for iOS, Android, Windows, Mac and Chromebook, also creating illustrations for the school content and taking part on the re-design of the website.

UX/UI DESIGNER

ORDERLY, Sydney, Australia

JUL 2016 - JUN 2018

As a user experience design at ORDERLY I led the design of the mobile and web platform application and research in the hospitality small and medium businesses, user interface design for the mobile, web platform and website.

UX/UI DESIGNER

Hosporeview, Sydney, Australia

APR 2018 - JUN 2018

As a main designer, my main role was developing the interfaces for the whole website (public and private) as well as taking care of the UX all around, starting from a list of requirements, functions and page, while communicating with the rest of the team.

UX/UI DESIGNER

Rover Stay Over, Sydney, Australia

MAY 2015 - FEB 2016

My role at Rover Stay Over was to research and develop user experience and design of the whole web and mobile platform, following meeting and closely work with the developers and report to the team.

UI DESIGNER

Outfit, Sydney, Australia

JUL 2014 - MAR 2015

Lead designer for OUTFIT iOS mobile applications, website and visual content developer for social media.

